NES-05-USA

HOW TO PLAY

Castlequest™

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Precautions

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol, or other such solvents.

Contents

The Story ____ 4
Rules of Play ____ 6
How to Use the Controller ____ 7
Sub-Command Mode ____ 8
Cast of Characters ____ 9
Things to Look For ____ 10
Your Enemies ____ 13
Playing Hints and Tricks ____ 15
Basic Playing Techniques ____ 18
Compliance with FCC Regulations ____ 21
Warranty ____ 22

The Story

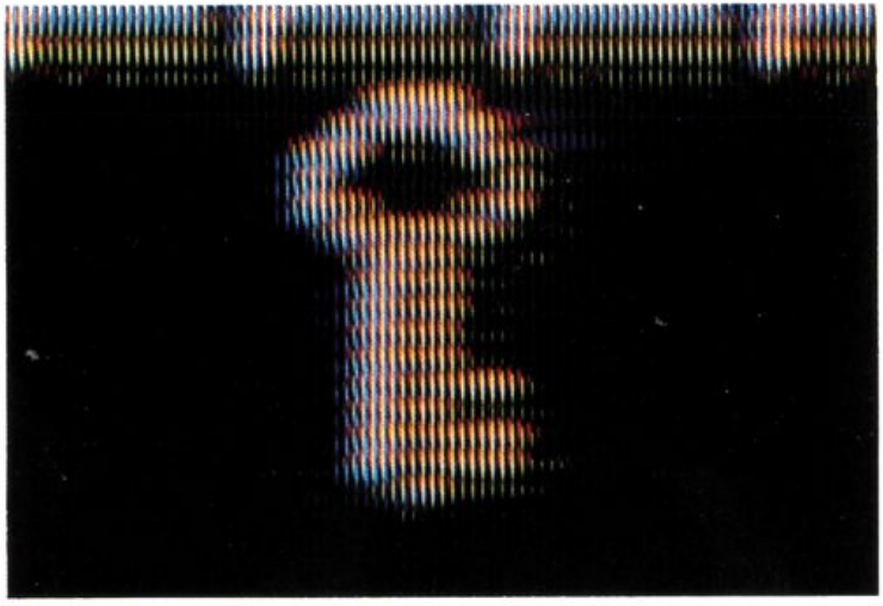
A long time ago in a faraway land, there lived a lovely young princess named Margarita. Her beauty and grace were known throughout the land – especially to Mad Mizer, the Dark Lord of the grim Groken Castle high in the Forbidden Mountains. He had vowed to make the Princess his queen; and so, one terrible day he sent his ghoulish helpers to capture her, and she was carried off and imprisoned in one of the hundred miserable rooms of Groken Castle.

News of the kidnapping spread throughout the kingdom, and many courageous young men braved the perils of Groken Castle in an attempt to rescue the Princess, only to become hopelessly lost in the complicated maze of rooms, ensnared in one of the many treacherous traps, or foiled by Mad Mizer's deadly servants.

Finally the news reached the worthy Prince Rafael, who had long loved the Princess from afar. Raising his sword to the heavens, Prince Rafael swore that nothing would keep him from her side, and set out on his Castlequest. The odds against him seemed hopeless . . . But legend has it that two magical fairies have been held captive in the Castle for centuries. If the Prince can find and release them to gain their help, he may yet succeed in his quest. And to rescue his fair Princess, he is prepared to face the deadly wrath of the Dark Lord himself!

Rules of Play

As Prince Rafael, you must search the one hundred rooms of the castle to find and rescue Princess Margarita. Each room has several doors in several colors. You must have the matching color key to open a door. There are six key colors found in the castle: red, dark blue, light blue, pink, green and yellow. Do not waste these keys, as there are no extras, and each time you open a door you spend a key.

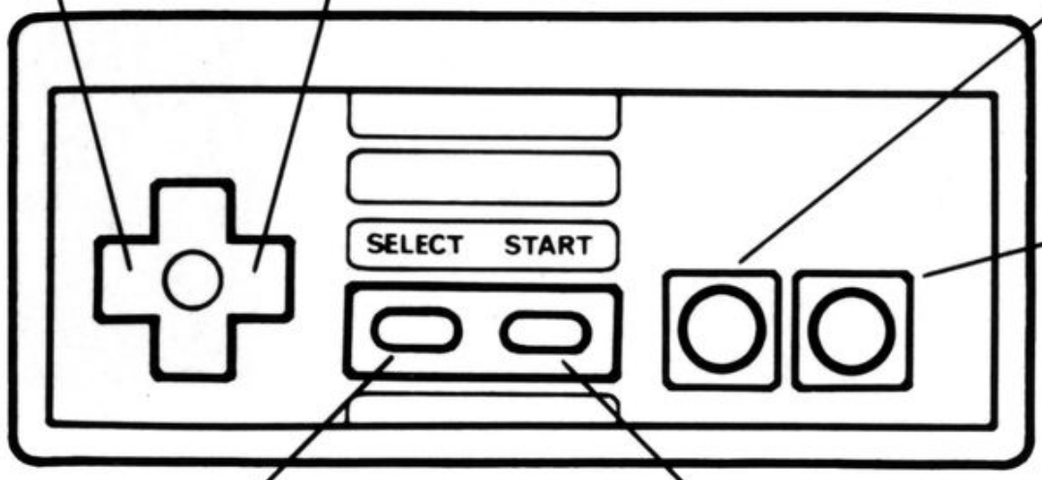


Prince Rafael begins each game with fifty lives, and receives another life for every 10,000 points. Points are earned by picking up treasures in the castle.

When Prince Rafael loses all of his lives, the game ends.

How to Use the Controller

Controller I



Controller II

You can enter the Sub-Command Mode by pressing the A or B button on Controller II (see next page).

Sub-Command Mode

During the game, press the A or B button on Controller II to see the Sub-Command display. You will need to use these functions in order to conquer "Castlequest." Read through them carefully and take advantage of them whenever you can.

RESET

If you cannot go forward or back, use this command. You can start again in this room by giving up one life.

How to Reset: Place the heart symbol on Reset and press the A or B button. The game will start from the beginning of the room you are in now.

BACK

If you open the wrong door, this command will help. You can start over from the previous room.

How to Go Back: Place the heart symbol on Back and press the A or B button. You will begin play in the previous room.

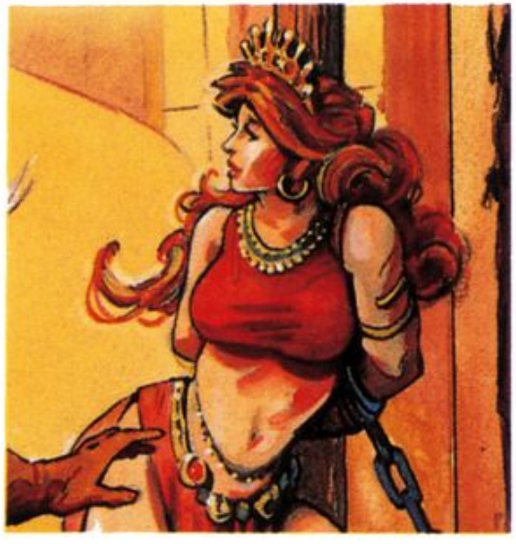
GAME

This command restarts the game at the beginning.

How to Restart the Game: Place the heart symbol on Game and press the A or B button. The game will restart.

Cast of Characters

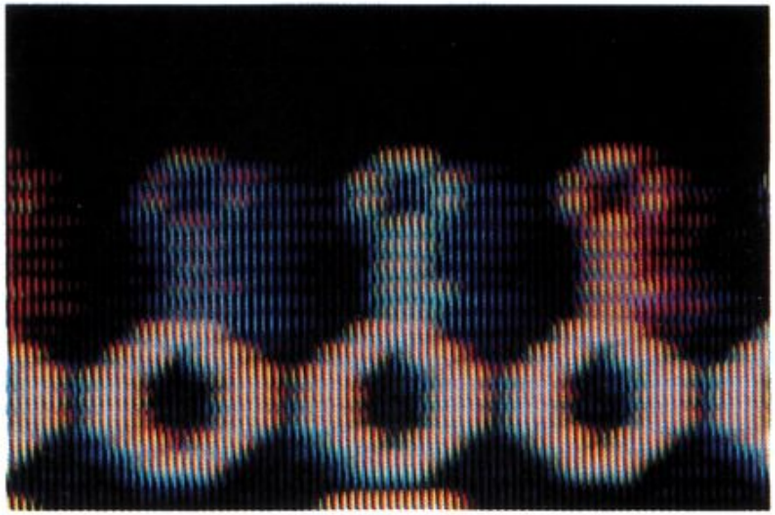
Prince Rafael:
I am Prince Rafael, here to rescue the fair Princess Margarita. Though many evils and dangers stand in my way I shall search all of Groken Castle to find her. And while I live, the fiendish Dark Lord shall never take her as his queen!



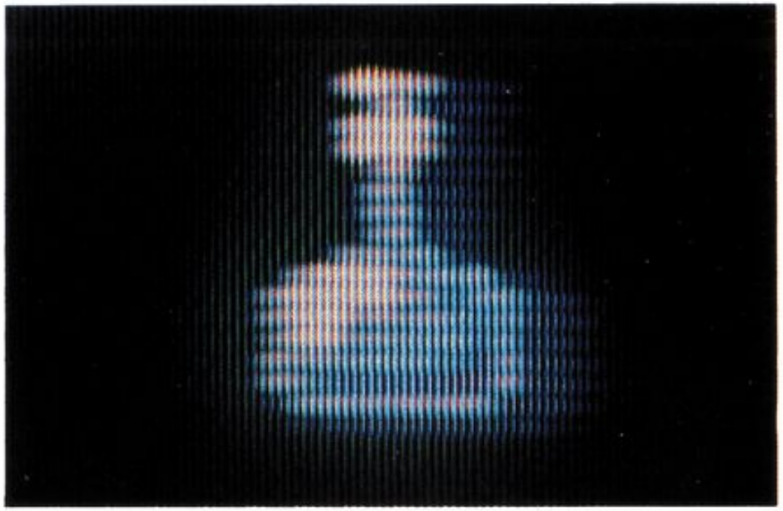
Princess Margarita:
I am Princess Margarita. Confined here in the dark alone by that monstrous Mad Mizer, I count the endless hours until my brave Prince comes to rescue me . . . I hope it will be soon!

Fairies:
We have been trapped in Groken Castle for hundreds of years. Mad Mizer has caught us playing with the captured Princess, and has locked us away even deeper in the Castle. If the brave Prince Rafael can rescue us, we will present him with the Key of Love.

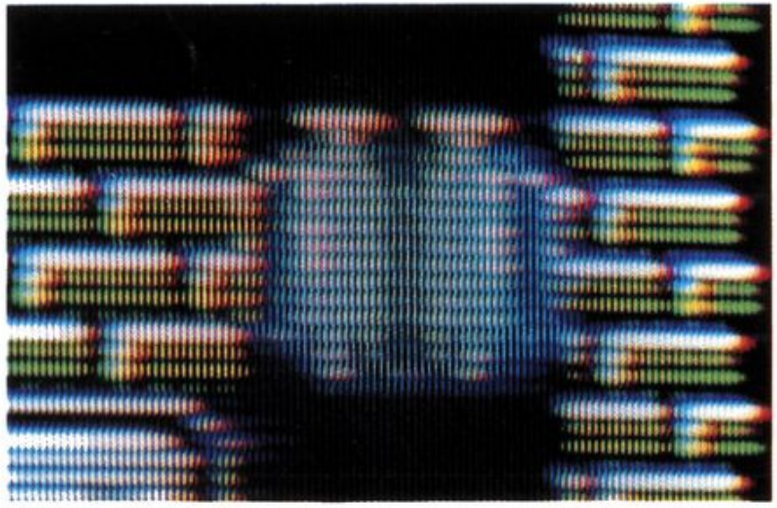
Things to Look For



6 Colored Keys:
Rafael must pick these up to proceed through the Castle. To open a door, he must use a key of the same color as the door.



Water of Life (1000 points):
Each bottle adds one life to Rafael.

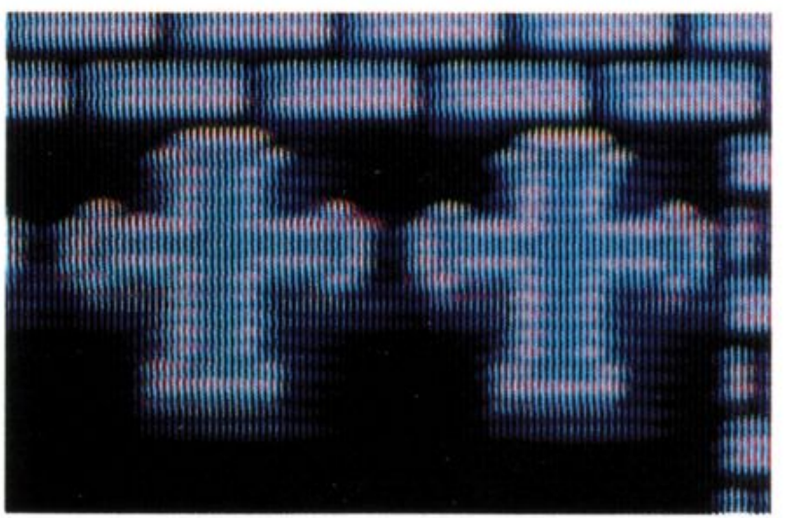


Oxygen Bottle (1000 points):
Rafael can use this to go underwater when the music changes.

Map (1000 points):
Rafael needs this to figure out where he is, and to avoid searching the same rooms twice.

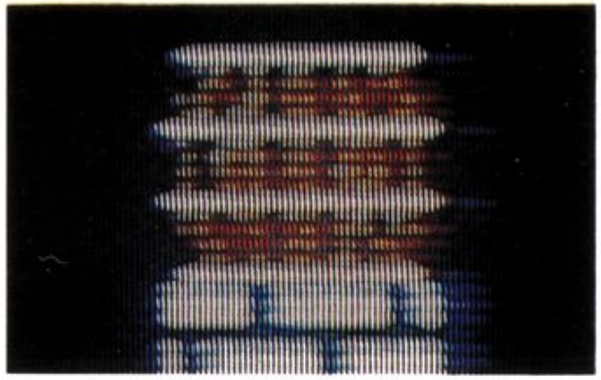
Gold (800 points)

Ring (400 points)



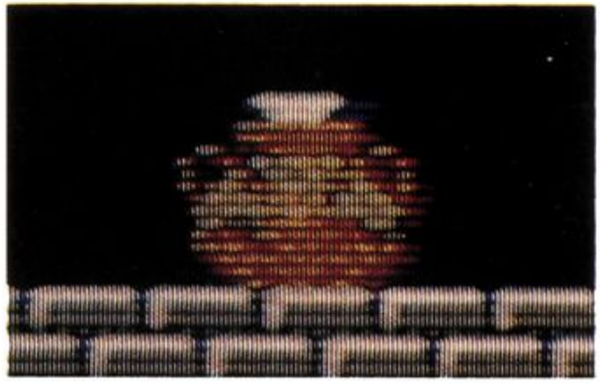
Cross (200 points)

Moveable Tools (no points)



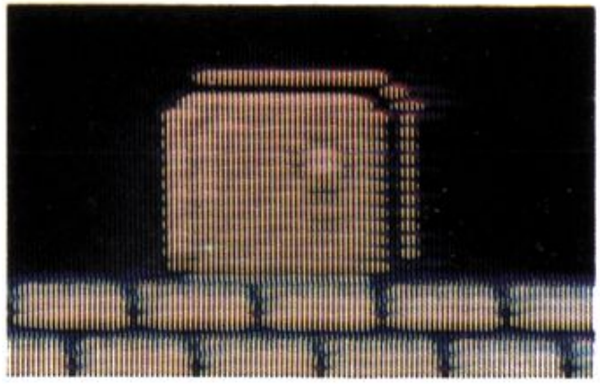
Barrel

Brick



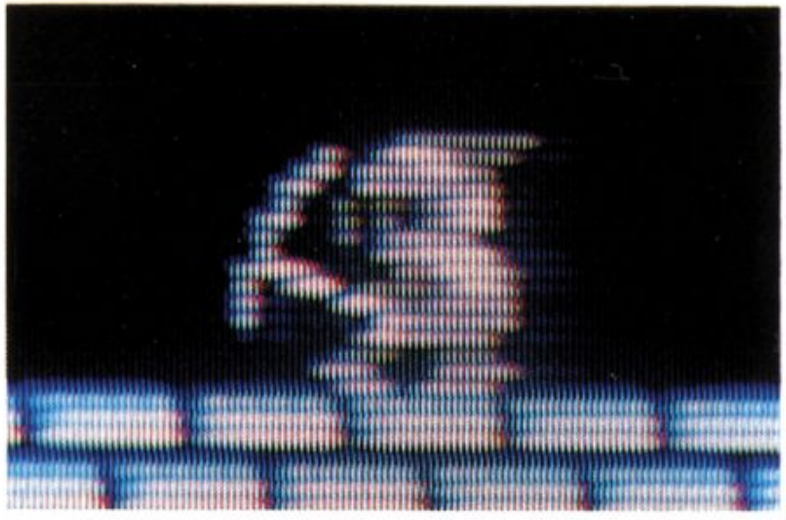
Jar

Candle



Locker

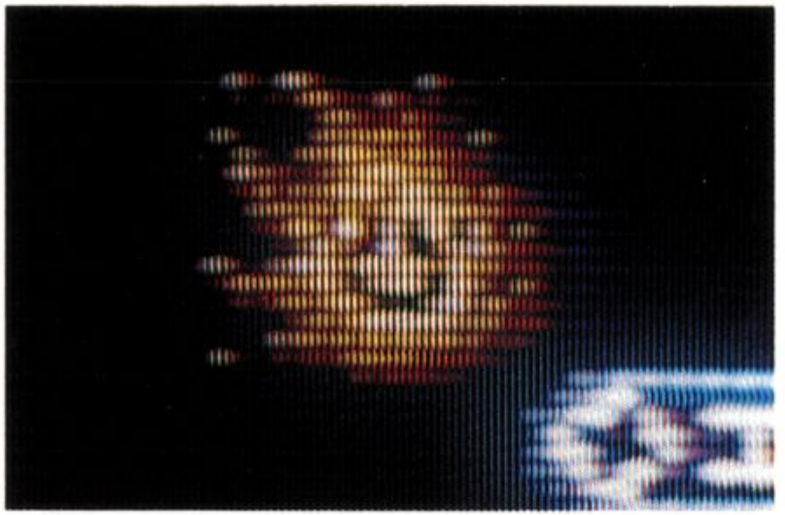
Your Enemies



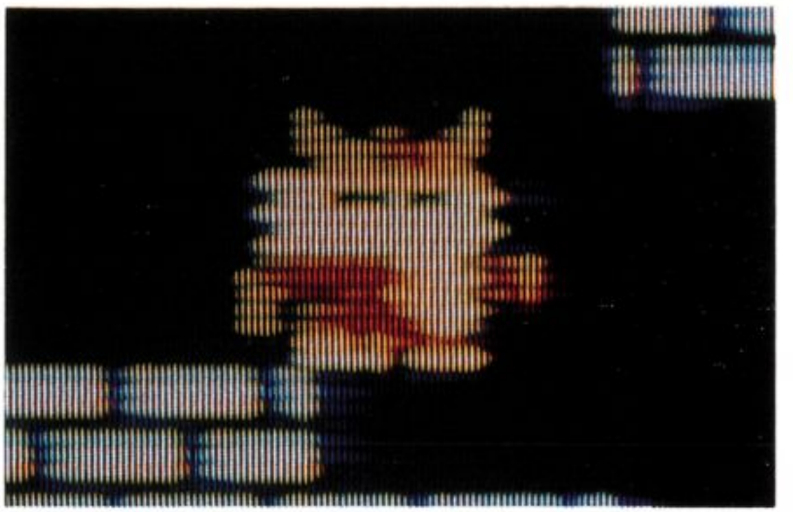
Knight:
It is our job to protect Groken Castle. We use arrows to defend against intruders.

Bishop:
I serve the all-powerful Mad Mizer. I must stop Prince Rafael at all costs!

Wizard:
My black magic creates the enemies which fill this castle.



Fire Spirit:
When Prince Rafael least expects it, I will leap forward and burn him!

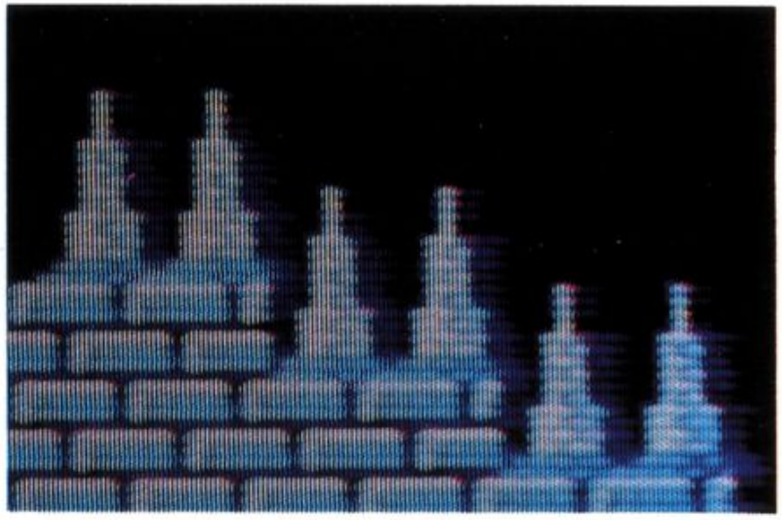


Attack Cat:
The Wizard transformed us from ordinary cats into fearsome feline fighters.

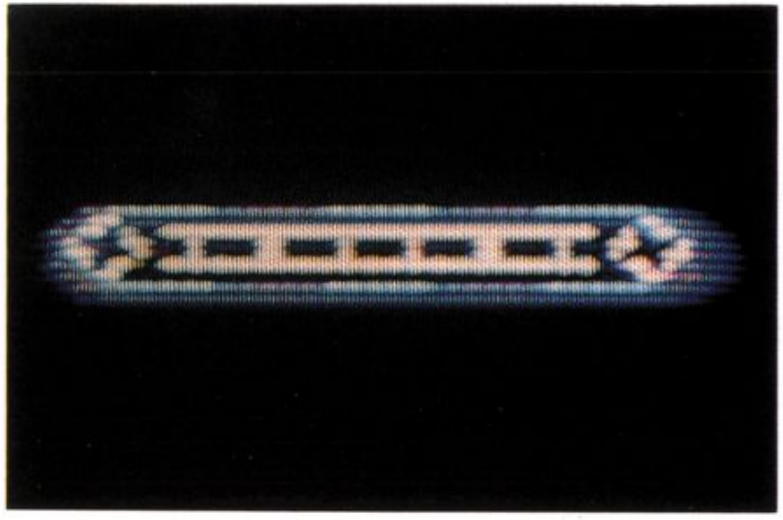
Phantom Flower:
Prince Rafael had better not get too close to me while my mouth is open!

Playing Hints and Tricks

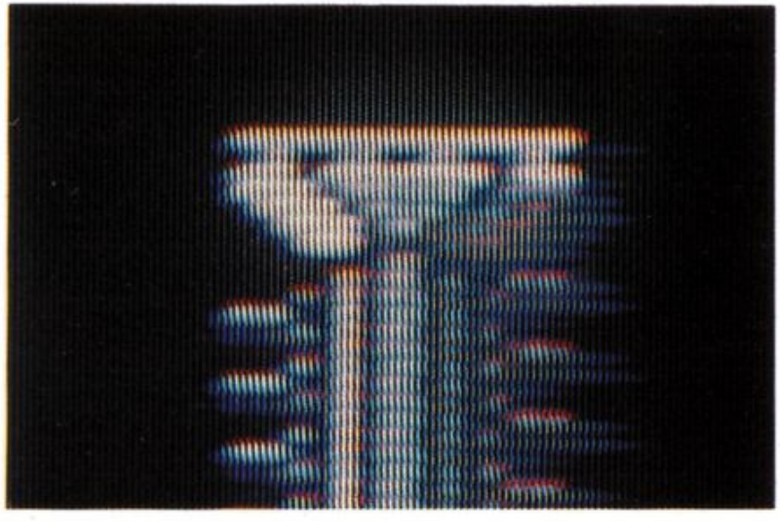
- Beware of the many traps hidden throughout the Castle.
- Try the game first without reading. If there is a part you cannot pass through, then read and try again.
- It is not necessary to "clear" a room you have already been through. Make your own map to keep track.



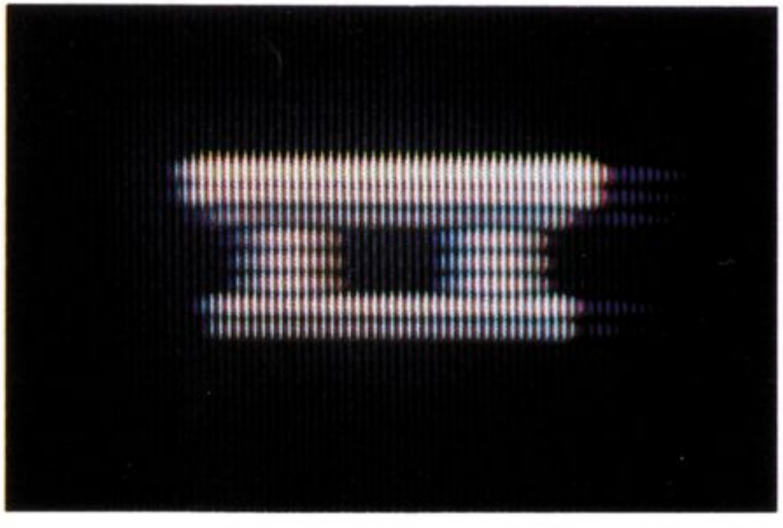
Needles:
Never touch them.



Conveyor Belt:
You cannot walk on it. To proceed, you must jump.

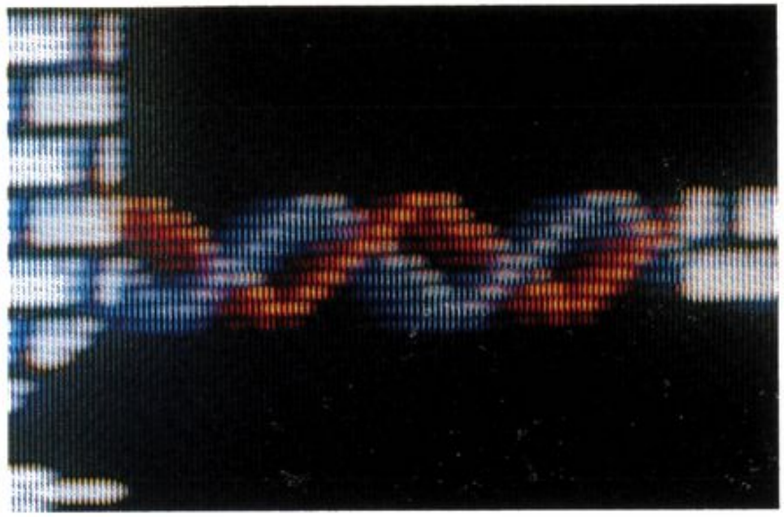


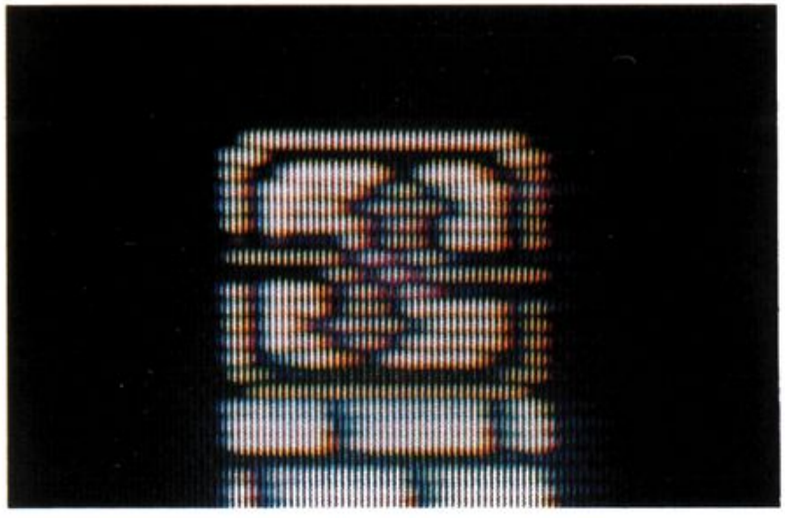
Elevator:
You can ride on the elevator – but be careful not to get squashed!



Flying Block:
Do not get struck by the flying block. Jump onto it, and you can move along with it.

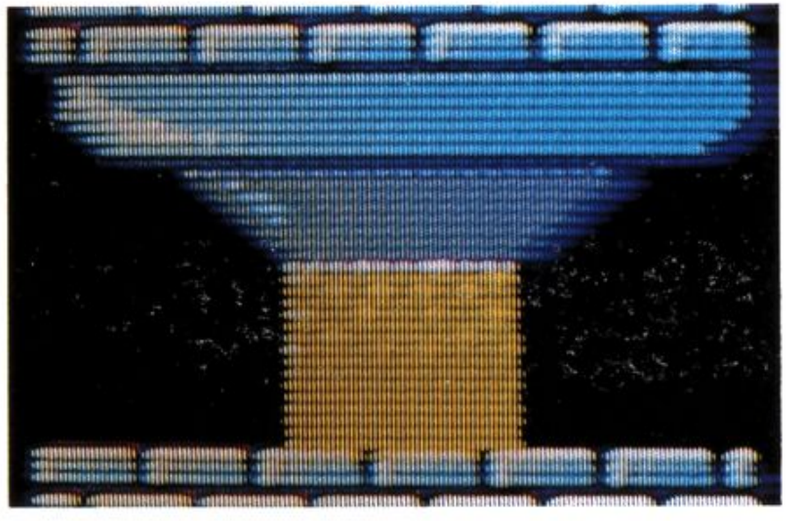
Wonder Floor (Barrier):
While it is moving, you can walk on it; but if it stops, you cannot. Be very careful when you walk on this floor. Don't touch the floor as it starts to move or you will lose a life.



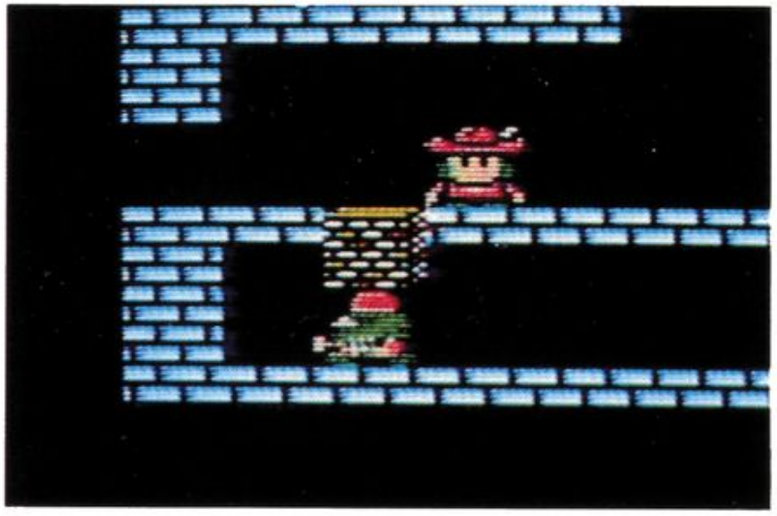


Lift:
Push this part and the lift moves up and down.

Power Beam:
When you are exposed to this beam you become all-powerful; touching enemies and needles becomes harmless.



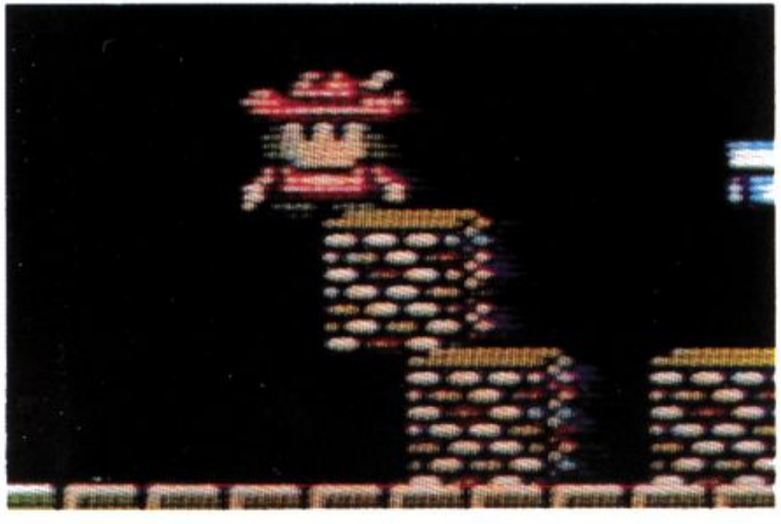
Basic Playing Techniques



Smashing Technique:
Smash your enemies with jars and bricks. Swords won't hurt bishops, but you can smash them.

Jumping Technique:
When there is enough room, you can get by the enemies by jumping over them.

Following Technique:
If there is not enough room to jump over, try walking behind the enemy.



Half-Character Offset Technique:
You must move some pieces (bricks and jars) half the width of one character to use them effectively.

In and Out Technique:
If you make a mistake moving the jars and bricks, leave the room and come back in again. All the characters you moved will be back in their original positions. This is a very important technique!

Keys

- Be very careful not to waste your keys; there are no extra keys available.
- If you are out of keys in the middle of the game, you either left a key unclaimed or you opened an incorrect door.
- Try starting the game over; and this time see if you can logically select the proper sequence of doors using the correctly color-coded keys.

"Castlequest" can be a very difficult game. However, you should be able to solve it in time. Be sure to use the map to plan your attack. There are many possible solutions to "Castlequest" – be creative and have fun!

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to be in compliance with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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